

## Spring 2020 TVYLL Boy's Rules

Level:	8U (6v6)	10U (7v7)	12U	14U
General Rules & Quarter length:*	12 minute run-time No Time-Outs Coach can be on the field 1 pass attempted before scoring	12 minute run-time 1 Time-Out per Half per Team If goal differential is <5 in 4th Qtr, final 2 minutes are stop time <b>1 pass attempt before scoring</b>	10 minute stop-time 2 Time-Outs per Half	
Between Quarters:	2 minutes (all levels)			
Between Halves:	4 minutes		5 minutes	
Mercy rule:	Already running time	Already running time	Run-time if ≥12 goal differential in second half	
Ties:	No OT, remains a tie	4 min. sudden victory Limit One OT Period If no goal, win is awarded to team who scored 1st in the game	4 min. sudden victory Limit Two (2) OT Periods If no goal, win is awarded to team who scored 1st in the game	
Face-offs:	1 face; 2 behind each GLE, Goalie in crease. Ball in hand ≥4 goals, coach may choose to face.	1 face; 1 wing@SL; 2 behind each GLE, G in crease. Ball in hand ≥4 goals, coach may choose to face.	Award to down team if ≥6 goal difference. Head coach may choose to faceoff anyway.	
Body Checks:*	Some body contact allowed but <b>no direct body checks</b> .			Similar to JV - Illegal if excessive or intent to harm; must not leave feet
Unnecessary Roughness; Blind- side; Illegal check with follow through to head/neck:	Minimum 2 minute penalty, <b>must be non-releasable</b> ; may eject from game			
One-handed Stick Checks:	Illegal; automatic slash call, <b>even if no contact is made</b> ; may be multi-minute if warranted			
Stick Length:	37-42 inches		Normal NFHS	
Long Poles:	None	None	Maximum 4 per team	
Advancement Counts:	4 second goalie count only		Normal NFHS--4 second goalie, 20 sec clear, 10 attack box	
Penalty Enforcement:*	No man-up at any time Player still serves penalty in box	No man-up at any time Player still serves penalty in box	Normal NFHS	
Equipment:	<b>Arm pads mandatory except Goalies</b> . All players are required to wear cups.			
Game Format:*	NO OFFSIDES (play full field)	Normal offside calls	Games may start and play with 7 v. 7 format by coach agreement (notify field manager); <b>in 7v7, offside if &gt;4 on attack or &gt;5 on defense (incl penalty box)</b>	
Fouling Out:	3 Personal fouls or 4 minutes of personal foul time		4 Personal fouls or 5 minutes of personal foul time	
Quick Restarts Focus is on 14U*	Officials will restart play as soon as possible. New restart rule allows for play to resume while a <u>defensive</u> player is within 5 yards of the player in possession. In all cases the defensive player is required to allow the ball carrier a direct path to the goal and may not play the ball carrier until a minimum distance of 5 yards has been achieved.			
<b>Targeting: Deliberate contact to head/neck area - mandatory 3 minutes NonReleasable, must eject;</b> <b>Nominated Defender (must be D starter) - serves Goalie penalties;</b> <b>Zero Tolerance Policy in effect once play begins for each half</b>				
Live-ball substitutions allowed				